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EDITOR ONLINE

Hi! A warm welcome to all our readers – including the many computer enthusiasts who are joining *TV Gamer's* ranks.

We've received a few letters from readers questioning *TV Gamer's* growing emphasis on computer games. The answer's simple – the world doesn't stand still. Our readers don't, so we can't.

Over half of those who owned dedicated games machines also own a computer, our reader survey found. And nearly every WCS pioneer also had a Spectrum. The obvious conclusion is that simple – but reliable and easy-to-use – systems win out.

The less obvious conclusion is that you are part of the new technological revolution (hey, man! haven't ever come to the first one in history lessons). Just as those involved in the industrial revolution over a century ago didn't realise they were part of history, neither do screen games players.

It's because not only can computers now play games as well as – and sometimes better than – dedicated systems, but they can also allow you to do a lot more. OK, programming is boring, but computers are becoming more user-friendly almost by the day – and programming less necessary.

And the bit about a technological revolution? That's because, as you realise of your computer playing games, you're building your future. Computers will be an absolute necessity for education in college and for running business. Those who can't cope with a computer will find their careers crumbling.

Consciously and subconsciously, manufacturers and customers are reacting to each other. Machines dedicated to playing games and to other needs are becoming the norm. Manufacturers are trying to stand by their early customers and produce new games for them. But they must look to the future.

The first annual TV Game awards were presented to top manufacturers and distributors in a fun-filled ceremony. Games lined up to the music of Pat Green and the Merry TV Game staff stood by to take brackets and vote pleads.

And Saturday women's Sportsman Adam Wade kept everyone on his toes during web comedy sketches based on the winners named.

Here are the deserving winners. From left to right are Philippa Krueger of Atari UK, Mike Giblin of CBS Games, Jolly Nardella of Parker and Geoff Heath of Amiga.



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Now details on the charity's plans are being given away. Not as a free game, as the organizers on the website. Contact the website for the details.



At the time of the award, the games industry is still in a state of flux.

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Left: Parker's Jolly Nardella, right: the editor Geoff Heath. Boyd about the July TV Game - and about the September one which will feature an exclusive on a new Parker game.

Parker has also recently released Omega and Star Wars for the C64/65. Computers for the Atari VCS and the Spectrum will follow.

For more details see page 80.

THE TV GAME AWARDS

Overall Best Game and Best of a Genre

Best of a Genre

Best of a Genre

Zaxxon

(by C&G)

Best Overall Game

Q*bert

(by Parker)

Best Action

Superman: The

Adventure King

(by C&G)

Best in a Series

Enduro

(by Amiga)

Best of the Year

Enduro Of The Year

1992

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Nolan Bushnell is the creator of the classic arcade game *Asterix* and the Sega. Now he plans to introduce a laser game with a hybrid video powered light sensor lens. This will let the player see their character as and react to the action.

Bushnell is looking for suitable centers to sell to players. Arcade game centers will have their own cabinet which ups the price. Now Bushnell has just opened a new cabinet which can be converted for use in any game it holds.

And Atari has won the marketing rights for his new company. Another one of the products is an dinosaur a foot tall robot that works with the Atari VCS. Players use the game controller to steer the robot while watching the robot act. The screen is a map of obstacles in the room which the robot is required



Above: character from *The Money Game* (Atari). Below: *Planet Assault* (Atari). Photo: *Planet Assault* (Atari).

to move. *Planet Assault* and *Clash & Destroy* from Atari are to be turned into movies. And computer game *Jack Hammer* by Interphase is to raise the transition to comic book form. *HEM* - the Japanese company which created *Miss Patrol* and *Moonbase 66* - will release the game in Japan before the US.

The official 1984 Olympic home computer is the video games and one up games were supplied by Atari.

A national computer learning month may be

launched in October. California Gov. Pete Wilson has already taken the proposal to the senate. And governors in five US states - New Jersey, North Carolina, Oklahoma, Virginia and Washington - have already purchased *Clash* as national computer learning month.

Two for the price of one is a hard offer to refuse. But enough Software topics to cash in on that month will be on offer for IBM PC and Atari computers.

The first game is *Fun For The Money* a business strategy game by Tom Sawyer.

US magazine Computer Games has announced its 1984 awards. Top computer game of the year is *Star Wars* by Synapse (see *In Depth* this issue). Top arcade game is *Star Wars* by

Atari and top video game is *Friday* by Activision (July TVG).

Games which were special category awards are shown below.



Dragon's Lair creator Don Bluth of Maxiscom has released a new animated super hero *Super Ace*.

Space Ace and his partner and Kimberley are out for a ride when the evil Bert attacks company Ace with a divided Infanta spy and kidnapping Kimberley. The spy has changed Ace into a small boy called Dexter. It is only the location of Bert's plan to take over the earth by cheating everyone into believing.

Your mission is to help Dexter regain his real form save Kimberley and Bert destroy the Infanta spy and defeat the mighty Bert. A formidable lot of challenges by any standard.

Meanwhile, Bluth is

working on *Blaster* (see *In Depth* this issue). *Dark the Daring* and a totally new cast of characters. It should be out just before the end of the year.

Mits planned to come out at about the same time is a game called *Sea Beast*.

The Hitchhiker's Guide to the Galaxy now broken into computer. Simon J. Schuster plans a series of adventure games based on Douglas Adams character. The series works by light beams. *Sea Beast* the game is so popular it will be kept close in the game.

In a reversal of roles, it

COMPUTER GAMES

Best of all with up

Star Wars

by Synapse

Best graphics

Planet Assault

by Atari

Best sound

Planet Assault

by Mits

Best all year adventure

Planet Assault

by Infocom

Best computer adventure

The Quest

by Pengo

Best strategy game

Burgin II

by Hayden

Best sports game

Star League Baseball

by Gametek

Best puzzle

Off's Well

by Sierra On Line

Best fantasy role

playing game

Ultima II

by Origin

ARCADE GAMES

Best of all with up

Star Wars

by Atari

Best graphics

Space Ace

by Commodore

Most 4096-color game

Dragon's Lair

by Exidy/Mitsui

Most into movie game

Dragon's Lair

by Commodore

VIDEO GAMES

Best stored game up

Star Wars

by Parker

Best video game

Star Wars

by Exidy

Best sports game

Baseball

by Atari (2600)

Best music

Escape from the Mindman

by Synapse

Funniest video

Quest for Quest

by Sierra On Line

PLAY ADVENTURES IN THE YEAR



Richard Parch looks at the future of games playing, where 'sky-lab' arcades will float at sea and games will play for days on end.

The decade will witness the final fading of the old-fashioned arcade of hobby toys, and the rise of the new. The new toys will be more sophisticated, more realistic and more fun. It is not that the old toys were bad, but that the new toys will be better. The old toys were just toys, but the new toys will be more than toys. They will be more than toys. They will be more than toys. They will be more than toys.

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These capsule type models will replace the old and spread all over the world. Office blocks and apartments will grow up to them, and all into cities. More and more people will work from home. They will be the first working in their world. They will be the first working in their world. They will be the first working in their world.

Computers will have penetrated every aspect of life. People will be transported into new vast inter-dimensional lands, will be directed by artificial intelligence. The new city will take the form of a city. And with it, every kind of education, the new kind of education.

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CHICAGO

It also announced new entertainment software for the CSM 64 and Amiga home computers. John Cooper

This will be available in dark and credit-free mode by Christmas. The new strategy is a total winner, commissioned by Earth in the year 2110 to make an unspecified use of the re-

source. No one has returned from there since. There are fairly loads of difficulty. Missed with several deadly diseases and pesticides to study the action operators of even for your vacation.

For those who demand even more, there is the mysterious apert-

portal which leads into a space vacuum. There, you must avoid obstacles and replicate your power so that you can return to Earth.

And, MSCI The Adventure Development and Design firm will also be announced for the CSM 64.

Activities also presented three new titles: *Explosion*, *Wrecked* and *Camp Clean-Up*. All will run on CSM 64, Commodore and Amiga.



CHICAGO

the 1980s, and the city's population is projected to grow to 3.5 million by the year 2000. The city's economy is diverse, with major industries including manufacturing, finance, and services.

The city's major employers include the University of Chicago, the city government, and several large corporations. The city is also home to several major sports teams, including the Chicago Bulls, Chicago Bears, and Chicago White Sox.

The city's major transportation hubs include O'Hare International Airport and Union Station. The city is also served by several major highways, including I-55, I-90, and I-94.

The city's major cultural institutions include the Art Institute of Chicago, the Field Museum of Natural History, and the Shedd Aquarium. The city is also home to several major theaters, including the Chicago Theatre and the Harris Theater for Music and Dance.

The city's major parks include Grant Park, Lincoln Park, and Millennium Park. The city is also home to several major sports stadiums, including Soldier Field and Wrigley Field.

The city's major shopping districts include the Loop, the Magnificent Mile, and the South Loop. The city is also home to several major museums, including the Adler Planetarium and the DuSable Museum of African American History.

The city's major educational institutions include the University of Chicago, the University of Illinois at Chicago, and the Chicago State University.

The city's major healthcare providers include the University of Chicago Medical Center, the Cook County Hospital, and the Rush Medical Center. The city is also home to several major research centers, including the Argonne National Laboratory and the Fermilab.

The city's major entertainment venues include the Chicago Theatre, the Harris Theater for Music and Dance, and the Millennium Park. The city is also home to several major sports arenas, including the United Center and the Allstate Arena.

The city's major cultural events include the Chicago Marathon, the Chicago Jazz Festival, and the Chicago Blues Festival. The city is also home to several major art galleries, including the Art Institute of Chicago and the Contemporary Arts Center.

The city's major sports teams include the Chicago Bulls, Chicago Bears, Chicago White Sox, and Chicago Cubs. The city is also home to several major professional sports leagues, including the National Football League, Major League Baseball, and the National Basketball Association.

The city's major sports venues include Soldier Field, Wrigley Field, and the United Center. The city is also home to several major sports stadiums, including the Allstate Arena and the Sears Roebuck Arena.

The city's major sports events include the Chicago Bulls' victory in the 1991 NBA Finals, the Chicago Bears' victory in the 1985 NFL Championship Game, and the Chicago White Sox's victory in the 2005 AL Championship Series.

The city's major sports personalities include Michael Jordan, Steve Young, and Frank Thomas. The city is also home to several major sports figures, including Tom Brady and Peyton Manning.

The city's major sports facilities include the United Center, the Allstate Arena, and the Sears Roebuck Arena. The city is also home to several major sports complexes, including the McCormick Sports Center and the Chicago Sports Center.

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GAME PAUSE



IN MY DAY IT WAS CASTLES WITH LITTLE
FLAGS ON TOP.



...AND THEN IN SCENE 33 YOU
MEET YOUR GREATEST FOE —
"THE TV GAME PLAYER!"



WIN A COLOUR TV

*Our top prize gives you a high-quality colour screen for games
– and you can use it for ordinary TV programmes, too.
No more fights about family viewing!*

Below is a list of Voyager Software games we're awarding the lucky winners of this month's exciting competition.

To win one of these games, all you have to do is make up the title of a new game which you would like to play.

To do this, you must use only the letters in

the titles of the games listed below. No letter should be used in your game name more times than it appears in the list. You can have as many spaces between words as you want and each will count as one letter – and the name should make sense. The longer the name the better!

**The longest name wins the colour monitor.
Runners-up win the game of their choice.**

<u>GAME</u>	<u>WORKS ON</u>	<u>NORMAL PRICE</u>
QUASAR	Commodore 64	£5.99
ALTAIR 4	Commodore 64	£7.50
MOWER MANIA	Commodore Vic 20 (8 or 16K)	£5.99
FORBIDDEN FRUIT	BBC 32K Spectrum 48K Commodore 64	£6.50
CRAZY CRANES	Spectrum 16K	£5.50
GRAB IT	BBC 32K Commodore 64	£6.50

T.V. MONITOR!

RUNNER-UP PRIZES

1. A 1000 word dictionary
2. A 1000 word thesaurus

ENTRY FORM

Name

Address

Postcode

Telephone No.

My new game title is:

and I claim a TOTAL NUMBER OF LETTERS OF

If I win, I would like to receive a Voyager Software game for my machine. I have the following make of computer

Complete and send to TV Gamer, Dept. CA, 187 Oxford Street, London W1R 1AJ

COMPETITION RULES

1. All entries received by the closing date (20 September 1984) will be accepted and judged by the Editor.
2. Only entries submitted on the entry form will be considered for the title of TV Gamer - unless you send photographs and proof.
3. The competition closes with the publication of the final edition of the magazine. The publisher is not bound by any of these rules.
4. The person who publishes, distributes, prints or produces any part of the magazine shall not be liable for any loss or damage of any kind.
5. In the event of a tie, the Editor shall have the right to choose the winner.
6. Other prizes may be awarded at the discretion of the Editor.



THE 'BEEB'



HOW GOOD IS IT FOR GAMERS?

Can you be the first to own a BBC micro computer? You can, but only if you're a member of the Beeb. But what is the Beeb? It's a computer system, but what is it like to use? We find out.

The Acorn BBC micro computer series is used mostly by the BBC. The micro board shown here is the last (and only) released in 1981.

BBC GAMES AVAILABLE

This is a list of games available for the Acorn BBC 'B' micro. Games are listed by manufacturer in the following order:

TYPE OF GAME

- | | |
|---------------------------|---------------|
| A Adventure | D Shooting |
| B Arcade | E Driving |
| C Fully Graphic Adventure | F Race |
| F1 Family Text Adventure | GT Sci Fi |
| C Casual | SD Simulation |
| | SE Skill |
| | SP Sport |
| | S Strategy |

PRICE Recommended, or usual retail price
Appropriate price

- | | |
|-------------------------|-------|
| A & F Solar Attack (SD) | £7.95 |
| Double Egg (AD) | £7.95 |

- | | |
|------------------------|-------|
| ADVENTURE | |
| INTERNATIONAL | |
| Adventureland (AI) | £7.95 |
| Private Adventure (AD) | £7.95 |

- | | |
|---------------------------|-------|
| Robot Castle (AI) | £7.95 |
| Subnautic "The Hunt" (AI) | £7.95 |
| Secret Mission (SD) | £7.95 |

- | | |
|------------|-------|
| ALL I DATA | |
| Big Number | £7.95 |

- | | |
|-------------|-------|
| ARCAD | |
| Space Rally | £7.95 |

- | | |
|-------------|--------|
| AUTOMATA | |
| Passes (AI) | £14.95 |

- | | |
|-------------------------|-------|
| BUD-BYTE | |
| Impulse | £9.95 |
| Galaxian | £7.95 |
| Old Father Time (AI) | £7.95 |
| Sea Land | £7.95 |
| Space Invaders | £5.95 |
| Space Pirates | £5.95 |
| Two Kingdom Valley (AI) | £7.95 |

- | | |
|-----------------|-------|
| CEC | |
| Archie (AI) | £6.95 |
| Democroper (SD) | £6.95 |
| Galaxy (AI) | £6.95 |

- | | |
|--------------|-------|
| COMPUTASOLVE | |
| Snake Garage | £7.95 |

- | | |
|--------------------|-------|
| DK PROMICS | |
| Problems | £6.95 |
| Rocket (AI) | £6.95 |
| Secret Passes (AI) | £6.95 |
| Satellit | £6.95 |
| Super Fruits | £6.95 |

There's one more feature worth noting: The game's graphics. They're good, but not great. The graphics aren't as good as those of the previous titles. The graphics are good, but not great. The graphics are good, but not great. The graphics are good, but not great.

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CONCLUSION

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THE GAME

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BOE SOFT		MOBILE		LONG, WINDMILL	
707 Flight Simulator	\$1.95	Beethoven's Dreamer (M)	\$1.95	The Draftsmen Incident	
Graph (M)	\$7.95	By Secret File	\$1.95	Dragon Rider	\$7.95
DYNADYNE SOFTWARE		MR. MICRO LTD		Flaky Business	
Archie Lessons	\$2.95	Magpies	\$4.95	2 & 2 (M)	
Corporate Climber	\$7.95	PCSA-SOFT		Space Competition 81	\$1.95
Horoscope	\$4.95	Diagrams (M)	\$1.95	Space Competition 82	\$1.95
Learning Systems	\$7.95	Death's Head Hole (M)	\$1.95	Super Server	
Pool	\$7.95	Help! (M)	\$1.95	Testimonial Adventure	
3-4 Tutorials	\$1.95	Isle (M)	\$1.95	707 Flight Simulator	\$7.95
LEVEL 9		PROGRAM POWER		Tennis (M)	\$7.95
Colonial Adventure (M)	\$7.95	Killer (M)	\$1.95	Steps of Air	
Adventure Quest (M)	\$7.95	Knacker (M)	\$1.95	SOFTWARE DIMENSION	
Dragon Adventure (M)	\$7.95	Onyx	\$7.95	Angles King (M) tape	\$7.95 disk \$11.95
Drivell (M)	\$7.95	Onyx (M)	\$7.95	Armsack (M) tape	\$7.95 disk \$11.95
Lords of Time (M)	\$7.95	Onyx (M)	\$7.95	Attack on Alpha Centauri (M)	
LOTHLORIEN		PSION		tape \$7.95 disk \$11.95	
Ballistics 2000 (M)	\$1.95	Salmon Sally	\$1.95	20 Break Alley (M)	
Conspiration (M)	\$7.95			tape \$7.95 disk \$11.95	
Johnny Job (M)	\$1.95	POE		Sparks and Splatters (M)	
Paras (M)	\$1.95	Invaders	\$1.95	tape \$7.95 disk \$11.95	
Rover Express (M)	\$1.95	Sentinel	\$1.95	Star Wars (M) tape	\$7.95 disk \$11.95
The Doctor Leap	\$1.95	Light Cycle	\$1.95	Super Pool (M) tape	\$7.95 disk \$11.95
MELBURN HOUSE		BUSCHMILLER		Veritas (M) tape	\$7.95 disk \$11.95
The Robot (M)	\$1.95	Amid Out	\$1.95	SUPERIOR	
MICROIDEAL		Protector	\$7.95	Beetle (M)	\$7.95
Area 2000 (M)		The Discard	\$1.95	200 (M)	\$7.95
Air Traffic Control (M)		The Magic Processor (M)	\$14.95	Painter (M)	\$7.95
Flipper (M)		RED SHIFT		1000 Dots (M)	\$7.95
Space Shuttle (M)		Assault (M)	\$7.95	Star Trek (M)	\$7.95
MICRO POWER LTD				Background (M)	\$7.95
Jet Power Jack	\$7.95	VIPIEDIM		Charish	\$7.95
Shocks	\$7.95	Charish	\$7.95	Simple Jane	\$7.95

THE ARCADE SCENE

Catch up on the latest in video games, from the new crop of 3-D titles to the classic titles that have been re-released. By David Karp

It's a little hard to believe, but the video game industry is still in its infancy. The first commercial video game, *Pong*, was introduced in 1972, and the first home console, the Magnavox Odyssey, was introduced in 1973. Since then, the industry has grown exponentially, and today it's one of the most profitable and fastest-growing industries in the world.



One of the most popular video games of all time is *Super Mario Bros.*, which was first released in 1985. It's a platformer game where you control Mario as he jumps over obstacles and defeats enemies. The game has since become a franchise, with many sequels and spin-offs. Another popular game is *The Legend of Zelda*, which was first released in 1986. It's an action-adventure game where you control Link as he explores a vast world and defeats the evil King of Evil. The game has since become a franchise, with many sequels and spin-offs.



Finally, there's *The Legend of Zelda: Breath of the Wild*, which was first released in 2017. It's an action-adventure game where you control Link as he explores a vast world and defeats the evil King of Evil. The game has since become a franchise, with many sequels and spin-offs. It's one of the most popular video games of all time, and it's no wonder why. The game is a masterpiece of game design, and it's a true testament to the power of the video game industry.

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JUNGLE HUNT

the show's producers, and the show's success is a testament to the power of a good idea. The show's success is a testament to the power of a good idea.

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Coming soon! Coming soon! Coming soon! Coming soon!

Walt Disney Storytime Collection



Meet all your favourite Disney characters in this exciting new magazine and cassette collection. Every fortnight you can read and listen to the adventures of Mickey Mouse, Donald Duck, Baloo the Bear, Goofy, Dumbo and all the Disney favourites.

Each magazine is packed with stories to appeal to everyone. There's magic, fun and adventure, from slapstick comedy to fairytales and serials based on the most famous Disney films — as well as a pull-out section with puzzles and pages to colour! Children will love to listen to the cassette accompanying each magazine, in which well known TV personalities bring the stories vividly to life.

Listen to the tape... look at the pictures... read along word for word

In **Part 1**, you can hear Penelope Keith begin the adventure of **Snow White and the Seven Dwarfs**, follow the intrepid hero **Donald Duck** as he goes mountain climbing, meet **Pooh Bear** and his friends in the **Hundred Acre Wood**, and lots, lots more...



**So don't miss Part 1 of your Disney Storytime Collection—
AT YOUR NEWSAGENTS SOON!**

Jet Set Willy

Troubled when you can't finish a game and ready to smash screens? Tonight reveals them.

Why has survived the odds—to find more dares? Dares? Waterloo: memory.



THE MOST NOCTURNAL Several glasses to be got here—but be careful that you are on the walls right.



WEST WIND ROOF Several glasses to be reached in relative difficulty. The ramp will lead you to the category.



ORANGERY Be careful of heading abouts during this way up the screen as you may fly from left to right.



CONSERVATORY ROOF One cup but screen from the orangery will not be very profitable. You can't get inside.



MOST ADJOINING Watch out for the fire and jelly difficulties. Otherwise there's nothing much to go for here.



MOST WIND Wind is here at the west end room and on at the swimming pool. Above is the west wind roof.



THE WINDPROOF WALL There's very little to do here as you'll be in the cold zone. The rope is a useful short cut to the category.



THE LOW There are Archers on screen to the left. There is only one flag to get here—but be a bit careful.



THE DOCK There are an ice cream machine and a machine to get the bank starting up the beach.



THE BEACH Leads from the golf course and will get you to the best level of scores in the previous round of play.



THE WIND The way where you're the previous and the rope within is a short cut to the swimming pool.



THE LIGHT Why is your light a red screen in length. West is the door and east is the beach.



THE BEACH There is a decentish drink with screen which requires careful positioning and accurate jumping.



THE WIND The beach on the left is a good one. There's only one flag to get here, but plenty of music to do.



THE WIND Be careful of the wind and the rope within is a short cut to the swimming pool.



THE WIND There is a really accurate, but it only only make to certain score.

Jet Set Willy

HANDY HINT

Anyone good at playing Hangback will sail through the rooms at the top of the house.



WALKING ON AIR You'll need to be good at Hangback to get across this room. The active-retract leads to the very next top.



ON THE FLOOR Avoid the rope - it's at the rear edge of the room. The rope does not lead anywhere.



UP IN THE AIR You'll need to be good at Hangback to get across this room. The active-retract leads to the next room.



WEST OF MIDWAY The room above of this screen is to get you to the object below the Rescuee tree.



UNDER THE FLOOR To get past the active-retract, you have to be good at Hangback.



THE APPROXIMATE Do not visit this room until you have a Hammer active-retract ready.



IN A ROOM WITH A REVEREND This room is the nearest way back from the Rescuee Cave-like room.



THE LITTLE MEN In conversation with the rear of the kitchen, this leads to the ladder up the Rescuee tree.



AT THE TOP The only useful access to the screen on the screen. This is the only screen.



MASTER BEDROOM This is the end of the adventure — provided all the goodies have been collected.



TOPLANDING The second room of the game. Only one object — but you can't be too generous at first.



BEHIND THE SCENES This is the only room in the game that is not a room. It is the only room in the game that is not a room.



THE BATHROOM The object in the bathroom can be reached only from the ladder. Consider the well kitchen.



WINTER WILLY Willy has been in the room since a long time. Don't worry — it's about time.



FIRST LANDING This is the first room of the game. It is the only room in the game that is not a room.

HANDY HINT

There are two objects on the beach, not one as it appears. One hides behind the other.



THE WINDMILL TOWER Android & Microsoft Windows screenshot. Move an Android mouse behind the boat's mast.



WEAROUT YOUR TIE The rope leads to the watch tower. Use another HotKeyboard type screen.



WALLS OF THE FORT This Android & Microsoft Windows screenshot is an Android mouse from left to right.



ELIMINATE THE WALL This Android & Microsoft Windows screenshot is an Android mouse from left to right.



KEYHOLE THROUGH A This Android & Microsoft Windows screenshot is an Android mouse from left to right.



EMPOWER YOUR CONVICTIONS There are two keys between the Police Sergeant's room and the Captain's room.



PREPARE TO GO Very Android & Microsoft Windows screenshot is an Android mouse from left to right.



APPOINTMENT WITH This Android & Microsoft Windows screenshot is an Android mouse from left to right.



ALL INFORMATION IS This Android & Microsoft Windows screenshot is an Android mouse from left to right.



RETRIBUTION The starting point is the room of the Captain's room in the Police Sergeant's room.



ALL THE WAY OFF THE This Android & Microsoft Windows screenshot is an Android mouse from left to right.



THE WALL This Android & Microsoft Windows screenshot is an Android mouse from left to right.



CRIMINAL MINDS This Android & Microsoft Windows screenshot is an Android mouse from left to right.



DRAGONFLY This Android & Microsoft Windows screenshot is an Android mouse from left to right.

HANDY HINT
Do not enter the attic! If you do so before you must, other rooms will be destroyed.

A VITAL PIECE OF SOFTWARE FOR ATARI 400 OWNERS.



A RUBBER KEYBOARD.

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Todos enganes welcome

BLUE MAX

A year's wait rewards

David Bishop and Beth Wooding

A night's rest would have to happen, too. And it happened in a flash at the 1984 Strategic Computer Entertainment Show in Chicago. Not long after the lights dimmed, I began surreptitiously following my way to the front. An old soft-booby was demonstrating a game on a projection television, guaranteed by retrofitted eyes. The words "blue max" and Synapse had on the banner on its back.

Blue Max had arrived and was displaying its wares.

As the night came to an end and the crowd dispersed, I stayed behind, leaning on the counter, waiting for the man. The old schoolboy came over. This happened to give me a moment's peace. Why not? He was the man. S.L. Price. I turned out that the game would feature the best graphics, the most realistic rendering of a tank, and the best

graphics. The man was a former intelligence officer, Maj. L. Price, and he had the right stuff. The game was the best of form, by every lighter standard. The Blue Max had personally returned to base. Max wanted to reward the people of his comrades. During the following night, he shot down thirteen more enemy battles.

This prompted the need to offer the Blue Max decoration - the greatest Spig medal - to any pilot who could shoot down Max. The world's best warriors began to be known as Blue Max.

The player as Blue Max, the hero of the RAF. The mission is to pulverize the enemy's warbirds and bombers and to destroy as many lighter planes as possible.

Object: Before beginning a game,

SPECIFICATION

Name: Blue Max

Supplier: Synapse

Price: £22.95

Machine: Atari
400/800LX

Rating: Value 4
Graphics 3
Sound 2
Gameplay 4



Scenario: In June of 1918 on the east coast of Europe, world war was over raging. The Allies were trying to bring in to Europe and the Royal Air Force was a key weapon. There was a very serious threat

to the Blue Max. The tank was the last in a line of tanks. The tank was advised to be used, possibly with a very high speed. The tank was advised to be used to destroy the enemy's warbirds and bombers and to destroy as many lighter planes as possible.

The Blue Max was the last in a line of tanks. The tank was advised to be used, possibly with a very high speed. The tank was advised to be used to destroy the enemy's warbirds and bombers and to destroy as many lighter planes as possible.

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BLUE MAX

fast — feel comfortable with the controls. There will be no thrills for most when you're airborne and the full range of the scan is raised against you.

Beginner advanced or expert are the remaining options. Although the speed of scrolling increases the more selecting advanced or expert levels will guarantee you a tougher time. You will need much more luck and run the risk of more damage.

The game. The action in *Blue Max* follows the plane from take off to its dip through side of open. The plane always stays on the screen while the background scrolls steadily and very smoothly. The game

and level screens are also visible when you're airborne, being in ground level but not the time when your plane is in the open world. Finally, it's not worth an extra bit of points are awarded at each time you hit the enemy (the number of hit).

Control options. First of all, you'll find a joystick or a set of directional keys and a fire button. The joystick is the most accurate and the most comfortable to use. The joystick is the most accurate and the most comfortable to use.

• **Difficulty level:** Beginner, Intermediate, Advanced, Expert, Master.

• **Controls:** Joystick or Directional keys and Fire button.

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Key features include:

- Dynamic blue enemy planes
- Dynamic blue cars
- Multiple levels

Scoring. There are more different ways of scoring in *Blue Max* than most other games than others. Apart from being a pre-sequencer to advanced levels to the next level the *Blue Max* screens are also very good at the point department. A yellow plane is worth 100 points and a blue plane 200 points.

Apart from plane background cars

and level screens are also visible when you're airborne, being in ground level but not the time when your plane is in the open world. Finally, it's not worth an extra bit of points are awarded at each time you hit the enemy (the number of hit).

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BLUE MAX

any of the following:

Damage display I-rod bent. Put I-rod down as soon as your feet touch the ground. Hold at the next opportunity. If the vehicle is sustained and the I-rod bent, then keep half an inch to 1/2 inch bent.

I-rod bent, uncontrolled. Stop the car as soon as it is only uncontrolled. The car can be uncontrolled if the car is not properly placed to bend a I-rod bent, and to bend deep.

NO decreased. Take control. Your place for the car is not good. The car is not in a good position. The car is not in a good position.

Compare the damage to the bend display. The car is not in a good position. The car is not in a good position.

Each time you see the I-rod bent, the car is not in a good position. The car is not in a good position.

For each of the following, the car is not in a good position. The car is not in a good position. The car is not in a good position.

The car is not in a good position. The car is not in a good position. The car is not in a good position.

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Blue for better play. Lightly use...

Blue for better play. Lightly use...

Blue for better play. Lightly use...

D·A·V·E R·A·V·E·S!

Cousin Reggie turns up to play Donkey Kong with Dave Harvey — who suddenly finds more dangers than Mario. But this month's chat column proves that experienced games players will win — eventually

Brother Dave! Yes, please, the person they're all calling the boss behind the two sticks. Back from where? I hope possible. Well, back from a bit of the desert, actually. Cousin Reggie came to stay for the weekend and now all's trying to beat off

For any of you who don't know who Cousin Reggie is — get out of the country while you still have

It was a normal sunny Saturday morning at Dave's house

Suddenly, a strange phenomenon swirled from downstairs — the phone. Mo got out of bed, answered and roared. He should have left alone

On the other end was your friend and mine, Cousin Reggie. There were his exact words: "Go morning word because I'm going to be trouble today, so I'm staying over this weekend"

You're truly jacked up for fun. You and two to visit to outboard for anyone. Please tell it to go down and then, please to be before he had a flying chair before Reggie arrives

DAT ONE The first of the two days with Reggie. As previously said, Reggie was in a bit of a hostile mood. I paid no attention to Dave Reggie. Although having the usual yobbos, it was a pleasant surprise

One of his trips to the shops when he brought a rifle. He brought the back a whole new white tee shirt with pretty coloured spots scattered on the back — must have some job or two. He also said something about cooking food for lunch — only thing was he didn't show up. But what! Dave was eating a blither standing next to me, who was carrying a tin of tinned mackerel

Not much else happened that day except for Reggie pushing me down river for safety when he spotted a tractor coming towards

me about a mile away (I'm not a helicopter pilot, is he?)

DAT TWO It's a bit later to breakfast. Cousin Reggie all tells me of his first dog, Mr Dog. Cousin seems to enjoy being squashed in his sleep, so promptly sticks chopsticks into Dave's camera. Fully awake, makes off to his room and back. Cousin Reggie is there. What's outside for half an hour. Reggie appears from behind door and says "Like to have them sticking chopsticks?"

Reggie has breakfast (I can't eat) then sits in the day in the Reggae way. First of all, the dog runs down to the family market. Gets on bus and says to the driver "Excuse me, do you go to the zoo?" Driver shrugs Reggie then goes a bit of a Winton Churchill fan and Reggie promptly sits down. We get to the zoo and Reggie asks me to go on an ostrich farm. He gives me a long list of names. There's like sportsmen, but speak plain, better people, beated balloons, balls

work. Had to change point Reggie a bit because Cousin got kind of mad when Tony (my son) was there. Instead for the good as experience, the staff holder is started following, violently all over the show — I wonder why?

Anyway, we get home and Reggie starts getting Donkey Kong with his water pistol. I didn't have time to be computer. In all the time and excitement, I gave Reggie a good job that's what you call! Don't (as he called) and of course, Reggie says he's avenge. He gave me a only good thing as well — in the back yard

After about two hours on my step, Dave, Reggie gets out. David and I both admitted — sorry, I'm trying to give a true impression of my mind, he declares. That's what I like about Reggie, he's always willing to share what he's been

A few days gone and Reggie's in the house for

Reggie to go. He seemed a bit reluctant, so I gave him a few words like warning. A silver clock in front of the fire and passing a picture of Big Ben to the screen. I think he got the message. I said that something on his way out to the room

He seemed all his belongings into a bag and walked into the door — I

was that appeared at last. Please and of course, Dave said for how long?



WRITE YOUR OWN GAMES

How many times have you pruned in the middle of yet another arcade rip-off and thought that you could write something far better? Considering the accessibility and quality of most software - quite often, I would guess.

The only thing stopping you putting your brilliant new game onto the screen is a lack of programming knowledge. Now there is a solution to your dilemma: game designers.

Designer programs enable you to create an original high-quality game - without needing to any programming, let alone machine code.

That is the claim. The reality doesn't quite live up to this in all cases. *IF Designer* demands arcade games designers do the work. The *Aspart* one will cover intermediate games designers.

There are two approaches to an arcade games designer. One allows you to design a totally original character in a licensed framework. The other is to limit you to a set of classic game layouts.

The first approach is taken by *HERG* from Melbourne House. *MURG* stands for High-level User-friendly, Next-time Games designer. It comes in a large box with a high quality, comprehensive manual.

The program is extremely simple to use. All distances are made through menus - which Melbourne House seems to be a particular forte, from which you would select your item of level. This choice leads to a sub-menu and more choices. Control and selection from the screen is simple. A cursor moves between the options, using the Spectrum's outer keys or a joystick. You choose on by a with a few buttons. All options and features in the program are selected like this.

Once *HERG* has loaded you are asked whether you want to use a Kenneson joystick or not. The latter option means a return on the screen. This offers a chance of creating *HERG* to start from scratch, loading a game, being kept within the loaded game, playing the game or saving the game to tape.

All games created using *HERG* are

Want to create a game but you've no programming knowledge? Mike Lewis has the answer.

only run by loading them into *HERG*. This means that you cannot create an arcade game for commercial sale - so don't expect to make a fortune from your games!

Having loaded a game into the system you can edit or create a game from scratch.

HERG comes with three demonstration games. These are *Maniacs* - based on the story of *Mad Max*; *Egg Food* - which involves collecting eggs while avoiding radioactive obstacles; and *Mr. Monster* - a *Pac-Man* game. Most of the demo games will keep you interested for more than a few minutes. In games like they do demonstrate most of the features.

Selecting *EDIT GAME* on the main menu brings up the *EDIT GAME* menu. From here you can load a background for your game from tape. With *HERG* you can have only one screen-former for the whole game. But this can be designed with a drawing facility - such as *Melbourne Draw* - also from Melbourne House - and extend to tape for use with *HERG*. Or, a complex and detailed background can be used by the program.

The other options from the *EDIT GAME* menu allow you to define paths which set the movement patterns for the objects in the game, set scoring, define when a new scoring occurs, and create a title page for your game.

From here you can also enter the *GAME VARIATIONS*. This is one of the strongest features of *HERG* as you can create very complex games quite simply. An example of a game variation is *Pac-Man*, where the game changes temporarily as *Pac-Man* eats a power pill and is able to gobble the ghosts. Game variations can be temporary or permanent as you wish.

Creating a game using *HERG* can be

a long process. It will take you several hours of work to produce even the simplest playable game.

You can have up to eight different objects. Games are operated as a game. These can move totally independently of each other. Sprites change is handled by a variety of means. Sprites can be up to four character squares in size - 16x16 etc. up to 32x or 64x - and they are designed on a grid. The sprites can be animated by observing between one or more pictures on the sprite moves across the screen.

You can have up to eight pictures in the animation sequence if the shape is the same for all directions. Or you can have two pictures if there is a different shape for each direction. The latter choice makes the animation a little jerky as you should have three pictures for smooth animation.

You can select speed of movement and speed of animation as well as the effect that the objects have on each other. You do this by choosing colors for each condition. So you might die if you run into something red but exceed any thing blue.

The sprite movement can be made random, fixed or set to follow the player, or even a mixture of all three which does allow some very complex movement patterns to be built up.

As you can see, *MURG* is very complex in design, but relatively easy to use. There are some limitations. Only eight sprites are available and only one multiple-possible. Unfortunately there is no sound - an odd omission in these days of tape jingles and lasers.

The second approach to games designers is that of *Game-Integrator* - a token by the long-time named Games Designer from Queensland. This offers a choice of four game layouts: *Invaders*, *Galaxian*, *Defender*, *Scramble*, *Aster* and/or *Break*.

Games Designer is much closer to a similar way to *HERG* but the options are selected from the keyboard via numbers rather than a few buttons. When Games Designer has loaded you are presented with the main menu which has eight options. These are: 1. Play

GAMES DESIGNER ©1988 J. HOLLIS



Game: 2 (select New Game) 3 After Battle... 4 C. Substitutions 5 Movement 6 Attack 7 or 8 " Load Into Tape and 9 Save to Tape

Option 1 lets you play the currently selected game. There are eight games, present when Games Designer is currently loaded. Their names include Attack of the Mutated Handicappers, and Hall, over-All movement is through the center here, and you can also select either turn or war as a payment. All games have a ranked high score facility.

Option 2 enables you to select one of the eight games.

Option 3 lets you define the sprite, it, be used in a particular game. There are 31 of these, grouped into types. Size 13 are the stops, 16 to 23 are stop/boom boxes, etc. 24 is the music for the player's stop, and 25 the others resemble 26's sprite. 27 is the stop a level, and 28 to 30 are the explosion sequences. Creating the sprites is very easy. You have full control over shape and adjust the design being on a 12x12 grid.

Configuration option 4 allows you to choose the game format, screen, color, special effects and to define sounds. The special effects give a blink, reverse, or turn on a background, make them appear singly or in groups, and can speed the stop.

Defining sound is easy. Select the sound you want - music, bomb, stop, explosion or alien explosion, and keyboard sliders appear on the screen. PITCH sets the pitch of the sound, RAMP1 sets the pitch acceleration, and RAMP2 the pitch deceleration. LEVEL sets the amount of pitch change. And TME sets the length of the sound.

The sound can be heard at any time by pressing the shift key. Playing with the sound effects can be easily made fun by playing the games.

The movement of the screen is defined by one of eight directions represented by a number. So 8088 requires three words to the right followed by three words

to move down.

Attack means enable you 1. those which always appear on the screen, the strategy in each word, whether they are mounted, and their score.

The major problem with Games Designer is that it is limited to the four game formats. After you have thought up your game, designed the special attack moves - you really end up with another form of Space Invaders or Asteroids.

The two game designers are both good in their own way, but are obviously limited. MUDG is very good at designing original one-screen games with a maximum of eight characters and no sound. Games Designer offers variations on popular themes, so to speak. The games produced look good but suffer from an unoriginal format.

As the Spectrum is the best selling home computer, it might demonstrate to produce games designed for it. Other machines just have or will have these programs. But arcade-game designers have a long way to go before they can match adventure designers and enable you to produce a limited commercial product (see TV Games & August 1988).

Even more experiments with a range of popular games. Games Designer is a suitable product. If you want to experiment your original ideas, and don't mind hard work, MUDG is more suitable. You won't be able to make your games, but Melbourne House and it is interested in any original game concepts created with MUDG. And they might use your working ideas on original arcade games in their own right. □

Games Designer by Charles Dent you define sound as well as graphics.

THE ARCADE GAME DESIGNER

Game: MUDG

Price: £14.95

From: Melbourne House, 120 Tottenham Road, London NE1 4

Game: Games Designer

Price: £14.95

From: Quicksilver, PO Box 8, Winkborne, Dorset BA21 7PY





THE ELECTION GAME
 Microsoft Corporation
 Microsoft Game Studios
 Microsoft Game Studios
 Price: \$19.95
 Type: Single-player
 If you're looking for a political simulation, *The Election Game* is the closest thing you can get to a "What-if" campaign simulator. You play as a general, running for office in the state of California. You can choose from a variety of candidates, but you'll need to be open-minded to some of the more radical candidates.

As a strategy game, it's not even close to the money-making *Warcraft* or *StarCraft* titles and *Warcraft* is covered. It's a campaign game that isn't a strategy game at the start of each game.

The early parts of the game are similar to what you'd expect in a strategy game, but it's not a strategy game. You're not trying to win a war, you're trying to win an election. You're not trying to win a war, you're trying to win an election. You're not trying to win a war, you're trying to win an election. You're not trying to win a war, you're trying to win an election.

Spending money rarely gets you ahead, so it's best to get as much as you can. The strategy in the game comes from spending wisely.

Do not be put off by the graphics and sound effects, as neither are necessary to enjoy the game any more. The graphics are the primary concern and its presentation is excellent. The ability to see opinion polls and to map to alternative candidates is a nice touch. The graphics are the primary concern and its presentation is excellent. The ability to see opinion polls and to map to alternative candidates is a nice touch.

Sean Madden

Value: 3
 Graphics: 2
 Sound: 3
 Strategy: 4

and *Warcraft*.
 States: "I've never seen
 Supply a low-cost one."
 Price: \$19.95
 Type: Single-player
 The idea of the game is simple: You
 win, you do not lose. You do not
 lose or accept a loss by giving
 away. You simply don't give
 while the score remains.

The game is an overhead strategy
 and scrollable interface. You can
 view your unit movements and
 see, if necessary, a list of unit
 positions. Accelerators will help you
 move faster but will cost less and
 they are only available if you
 have enough money to buy them.
 The game is a good one for
 those who like to play a game
 that is not too hard and not
 too easy.

It's a good one for those who
 like to play a game that is not
 too hard and not too easy. It's a
 good one for those who like to
 play a game that is not too hard
 and not too easy.

It's a good one for those who
 like to play a game that is not
 too hard and not too easy. It's a
 good one for those who like to
 play a game that is not too hard
 and not too easy.



I really enjoyed this game. It's
 a really good one for those who
 like to play a game that is not
 too hard and not too easy. It's a
 good one for those who like to
 play a game that is not too hard
 and not too easy.

Agnis Farooq

Value: 3
 Graphics: 2
 Sound: 3
 Strategy: 4



Classic Racing
 Microsoft Corporation
 Microsoft Game Studios
 Microsoft Game Studios
 Price: \$19.95

If you're looking for a horse racing
 simulation, *Classic Racing* is the
 closest thing you can get to a
 "What-if" campaign simulator.

As a strategy game, it's not even
 close to the money-making
Warcraft or *StarCraft* titles and
Warcraft is covered. It's a
 campaign game that isn't a
 strategy game at the start of each
 game.

The early parts of the game are
 similar to what you'd expect in a
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 to win a war, you're trying to
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 to win a war, you're trying to
 win an election.





Spending money rarely gets you
 ahead, so it's best to get as much
 as you can. The strategy in the
 game comes from spending
 wisely.

Lee Street

Value: 3
 Graphics: 2
 Sound: 3
 Strategy: 4

Put yourself to the test

Try this mini I.Q. test to find out if you are eligible for membership of Mensa, the high I.Q. society. Four out of these five questions right and you will probably qualify. Which is the odd one out in each of these five questions? Answers are upside down at the base of this advertisement.

<p>1</p>  <p>a b</p> <p>c d e</p>	<p>3</p> <p>26 22 18 14 11</p> <p>a b c d e</p>
<p>2</p>  <p>a b</p> <p>c d e</p>	<p>4</p>  <p>a b c d e</p>
	<p>5</p>  <p>a b c d e</p>

Please send me details about Mensa and a copy of your self-administered test

Name _____

Address _____

To learn more about Mensa and how to take the Mensa entrance tests, return the coupon to Mensa, Freepost, Wolverhampton WV2 1BR (no stamp required).



FLIGHT IN THE NIGHT

Machine: Amstrad
Supplier: Alexander Software
Price: £15

Type of game: Adventure
After ten years, *Flight in the Night* has been reborn. The last *Flight in the Night* was not so good as the original, but this new version looks as good as the original. This is a very old game, but it is still a very good game. It is a very old game, but it is still a very good game.

The game is a very old game, but it is still a very good game. It is a very old game, but it is still a very good game.

The game is a very old game, but it is still a very good game. It is a very old game, but it is still a very good game.

There is a password to help you and if you get the key (password) you can use the password for a limited time. You can also drop a bag of oil on the oil rig, but the oil rig will not catch fire across the screen, but it will burn.

The game is played on a type of ladder and sideways layout, but you can play on a type of ladder and sideways layout, but you can play on a type of ladder and sideways layout.

This is the best game I have played for the Amstrad. My only complaint is that the keys are a bit hard to use - but they are not too hard. The game is very old, but it is still a very good game.

Ian Finklock

Value: 4
Graphics: 4
Sound: 4
Complexity: 2

☆☆☆☆☆☆

METADACTYL MANIA

Machine: Spectrum 486
Supplier: Alexander Software
Price: £15

Type of game: Action
This is a very old game, but it is still a very good game.

shoot the spider. The spider can move back and forth, and it can move back and forth. The spider can move back and forth, and it can move back and forth.

Control is very simple. You can move the spider by using the keyboard. The spider can move back and forth, and it can move back and forth.

The game is a very old game, but it is still a very good game. It is a very old game, but it is still a very good game.

The game is a very old game, but it is still a very good game. It is a very old game, but it is still a very good game.

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The game is a very old game, but it is still a very good game.



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Value: 4
Graphics: 4
Sound: 4
Complexity: 2

☆☆☆☆☆☆



TRIBBLE TROUBLE

Machine: Spectrum 486
Supplier: Alexander Software
Price: £15

Type of game: Action
This is a very old game, but it is still a very good game. It is a very old game, but it is still a very good game.

The game is a very old game, but it is still a very good game. It is a very old game, but it is still a very good game.

The game is a very old game, but it is still a very good game. It is a very old game, but it is still a very good game.

The game is a very old game, but it is still a very good game. It is a very old game, but it is still a very good game.

The game is a very old game, but it is still a very good game. It is a very old game, but it is still a very good game.

Matthew Jarvis

Value: 4
Graphics: 4
Sound: 4
Complexity: 2

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Stephen James

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City: Los Angeles

State: California

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THE GREAT

Age: 10

City: Los Angeles

State: California

Country: USA

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WATCH OUT NEXT MONTH! WE'LL BE STARTING A FEATURE SERIES ON OUR GAMES PANEL REVIEWERS!

FELIX AND THE FRUIT MONSTERS

Machine: BBC
Publisher: Program Power
Price: £1.95
Type of game: skill

On first loading for game I thought it'd be not another Pac Man game! Fortunately I was mistaken. The game has quite an original and interesting twist to it.

Instead of the character frenziedly tearing around the maze eating everything in sight it is the monkeys run to do the gobbling. You play the part of Felix, a man charged with the task of protecting the fruit from the not so friendly monkeys.

Felix can advance this in three ways. He can move the fruit out of the monkeys' way by picking it up and dropping it elsewhere in the maze. He can block the monkeys' path by placing pochs in front of them. These temporarily put the monkeys to sleep, but only two are allowed on the screen at the same time. Or he can trigger the magnetic pad which is located somewhere in the maze. This teleports all the monkeys back to their 'rest' and can be used three



Timey there: a game.

times. What all this is going on, Felix's energy level is quite simple. depend on an able Felix is doing. If a monkey reaches a piece of fruit it places while absorbing the energy then it returns. Also each monster it becomes harrassed and faster. An extra life is awarded at 10,000 points.

The graphics are adequate with some nice use of colour. The sound, use of Felix is quite realistic, but the monkeys just floated around. The music isn't outstanding but certainly enhances the game. Control keys are well thought out, but needed a little practice and Felix is quite responsive. The game is not easy, but I found it lacked excitement. Not one of my favourites but some people might enjoy it.

Michael Bayco

Value: 3
Graphics: 3
Sound: 3
Controls: 4

August GAME REVIEWS



IT'S ONLY ROCK AND ROLL

Machine: Commodore-64
Supplier: K Tel
Price: £8.95

Type of game: text/graphic action
Date

This is a very good and original idea and to begin with, I found it interesting. Loading includes a series of title pages.

The game is all about getting to the top of a popstar career. Given you're a perfect superstar you'd probably become bored.

The game slows down and slows longer to undistrained as you play. There are some graphical graphics and some highly detailed screen people.

If you can tell the difference between in time and out of time then you'll probably enjoy the game.

One part of the game has a section for writing songs and you'll probably get some inspiration when you read some of the lyrics.

You can also quit your group a name of your own and choose from three variations of difficulty.

If you're another budding Elton Presley or Roy Orbison type, this game is definitely for you. But you must be patient — and I mean just wait.

Mohammed Arshad

Value: 3
Graphics: 3
Sound: 3
Controls: 3



MUTANT HERD

Machine: Vic 20 (ported)
Supplier: Thors EMI
Price: £10.95

Type of game: act—3 skill
Mutant Herd is an unusual game with an unusual theme. Instead of blasting at everything you see you must lead certain animals down ladders and then lay a charge to destroy the real enemy eggs.

The game consists of two screens. The first is the breeding screen and the second is the bomb-laying screen.

I read the review on several maga-

zines that's just the word to describe the way you control your mutant sheep in the first screen. You use reflexes powered buttons that can turn slowly and vertically across the screen. The idea is to pass your mutant sheep and the various mutant farms that infest the screens into and drive one of the four ladders in each corner of the screen.

A word about those mutants. They may seem pretty docile at first, but they have only one goal in mind — to kill themselves on your prize ladders that is hazardous vertically in the centre of the screen. Should the mutants run away all the prize-ladder barriers surrounding the prize ladders you must try come with a mixture of laser beams.

Surviving the first screen it's time to descend to the depths and destroy the mutant queens soon. Your mutant sheep now charges its own space and looks extremely nice. It's all over from Alanora (Gore/Kirby) here.

To lay your charge you must ascend to the queen's position in the bottom of the screen by using a fast descent ladder on the left hand side. But



be warned! This is not an easy as it seems. Rocks covered by the mutant ants begin burrowing and along beneath ladders you ladder structure not to crash your mutant sheep.

If you manage to descend safely you must lay your charge by the nearest egg. Then quickly ascend to the surface. When ascending there are long rocks and detonate your charge. It will explode with a visible ring effect on the queen mutant eggs.

You now return to screen one. The time past power supply has decreased, leaving holes in your last time.

Once all four ladders have been explored and the queen mutant sheep you are awarded an extra life. As your power house grows considerably it gives more obstacles to the mutants to have a good time.

Mutant Herd has some of the best sounds I have heard on a VIC-20 and it makes a good game. The concept of controlling animals, very few have any battle some people as I would recommend the use of the joystick option.

Lee Malinger

Value: 3
Graphics: 3
Sound: 3
Controls: 4

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TOP SCORES

TV Gamer has compiled a list of top scores and UK records

Game	Game No. (other than 1)	Score	Source	Record holder
Asterisk		77 693 600	(Atari)	
Asterisk (Approved)		200 220	(TVC claimed)	Clive Jones
Bombing		27 80	(TVC claimed)	SA Thompson
Berzerk		25 785 450	(Atari)	
Comet (Coleco)		299 780	(TVC claimed)	Clive Farclough
Comet (Coleco)		600 418	(Atari)	Scott Murray
Comet (CBS)		605 418	(TVC claimed)	Barry Henderson
Chicken Egg (BBC)		41 6010	(TVC claimed)	Philip Roby
Chopper Command		1 200 000	(TVC claimed)	Patrick Brewer
Flower USB		141 150	(TVC claimed)	David Bradford
Headlines		10 000	(Atari)	Mark May
Defender (VCS)		2 130 500	(TVC claimed)	D Murray
Destroyer		5 6 000	(Atari)	Alan Carter
Donkey Kong (CBS)		4 642 800	(TVC claimed)	Jan Morris
Donkey Kong Jr		2 028 200	(TVC claimed)	Gene Clark
Duress		19 (down driving)	(Atari)	Jonathan Hamilton
D1		8 100 412	(Atari)	
Evilbot		26 000	(TVC claimed)	David Bradford
Evilbot	(2)	28	(Atari)	Steven Brown
Galaxi		138 800	(TVC claimed)	Stephen Cookson
Grand Prix	(4)	0 2997	(Atari)	Ray Wolfman
Happy Trails		260 666	(Atari)	Andrew Thompson
Head		1 180 000	(TVC claimed)	B Henderson
iller Game		20 300	(TVC claimed)	David Bradford
Lady Bug		1 331 410	(TVC claimed)	Kenn Bush
Mirakum		4 500 000	(Atari)	Al Wayne
Missilepilot (CBS)		2 320 940	(TVC claimed)	Alan Crox
Mr Do		4 18 700	(TVC claimed)	Gene Teutenberg
Mr Do (VCS)		3 800	(TVC claimed)	Clive Horn
Orbit		40 048	(Atari)	B A Thompson
Pat Man (VCS)	(28)	4 158 410	(Atari)	
Pengo		65 270	(TVC claimed)	David Bradford
Pengo 2		4 008 190	(TVC claimed)	Anthony Harford
Pengo Attack		77 748	(Atari)	David Ross
Pengo (VCS)		407 050	(TVC claimed)	Frederick Birk
Q*bert (VCS)		999 905	(TVC claimed)	Ashley Owen
Rabbit Transit		80 665	(TVC claimed)	Mark Trickett
Rabbit Tank		64 tanks	(Atari)	B A Thompson
Sea Quest		484 770	(Atari)	David Ross
Slang		27 36 000	(Atari)	Alan Castle
Sonic Amrode		1 38 120	(TVC claimed)	David Ross
Sonic Invaders (VCS)		5 200 000	(Atari)	
Sonic Spinners		229 900	(TVC claimed)	David Ross
Spider Fighter		900 000	(Atari)	Mark Dawson
Spider Fighter		26 144	(Atari)	Tim Waring
Starquake		100 000	(TVC claimed)	David Hamby
Super Cobra (VCS)		0 000	(TVC claimed)	So Ming Wong
Superman		0 000	(TVC claimed)	
Trot Deadly Dice		23 290 750	(TVC claimed)	David Ross
Tyler (CBS Coleco)		1 700 000	(TVC claimed)	Simon Carr
Ventura		1 2 794 000	(TVC claimed)	Giles Barnshaw
Warrior		1 213 000	(TVC claimed)	Chris Bowden

TV Gamer invites readers to send in their high scores for any screen game. A claimed score merely needs to state your name, game title, system (eg. Atari home computer system, Spectrum, VCS, etc) and claimed score.

Approved scores will require photographic evidence, but will take precedence over previous claimed scores. We suggest using a 300 micro-exposure camera on a tripod with cable release, timed of 1/4 second. Games

which can be "clocked" (ie the score reaches a maximum and then returns to zero) will count only as maximum scores. Additionally, games which present short-cuts to high scoring (eg. Space Invaders, which can be made to shoot two missiles at a time) will also only be accepted as claimed scores.

Send your scores to TV Gamer, Top Score Desk, 187 Oxford Street London W1

JOIN THIS MONTH'S TOP 20 PANEL

AUGUST '84

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yes perhaps no

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And when did you get them?

What's your favourite home screen game?

TITLE _____
WHAT DO YOU PLAY IT ON? _____ WHAT'S YOUR HIGHEST SCORE? _____

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As monitored by TV Gamer readers

TOP 20

video and computer games

POSITION	NAME	MANUFACTURER	SYSTEMS
1	(2) RAIDERS OF THE LOST ARK	Atari	n
2	(1) ZAXXON	CBS/Datasoft	b, f, g, n
3	(3) PITFALL	Activision	b, g, n
4	(8) JET SET WILLY	Software Projects	i
5	(4) RIVER RAID	Activision	n
6	(12) DECATHLON	Activision	c, n
7	(5) POLE POSITION	Atari	a, c, f, i
8	(13) DONKEY KONG	CBS/Atari	b, f, g, n
9	(3) PITFALL II	Activision	n
10	(7) POPEYE	Parker	b, f, g, n
11	(10) Q*BERT	Activision	n
12	(10) ENDURO	Activision	n
13	(8) BURGERTIME	Mattel	g
14	- ATIC ATAC	Ultimate	l
15	(13) DONKEY KONG JR	CBS Electronics	b
16	(14) SPACE SHUTTLE	Activision	n
17	- DIG DUG	Atari	
18	(15) SUPER COBRA	Parker	b, f, g, n
19	(16) MR DO	CBS Electronics	b, n
20	(14) THE HOBBIT	Melbourne House	a, c, h, j, p

*Numbers in brackets indicate last month's position

KEY TO ABBREVIATIONS: a-Atari/SEC Computer b-CBS Electronics/Atari c-Commodore 64 d-Dragon e-Arcade/Software f-Atari 400/800
 g-Commodore 128 h-Atari/SEC Computer i-Intellivision j-Intellivision k-Intellivision l-Philips 77000 m-SeaStar n-Atari 1000/500/Commodore 64/800/400
 o-Atari 1000/500/Commodore 64/800/400 p-Atari 1000/500/Commodore 64/800/400

...and the TOP 10 arcade games

1	(1) STAR WARS	Atari	6	(-) MR DO	Universal
2	(3) DRAGON'S LAIR	Cinematronics	7	(8) DONKEY KONG	Atari
3	(4) TRACK & FIELD	Kanami	8	(9) TURBO	Sega
4	(2) POLE POSITION	Atari/Namco	9	(-) ASTRON BELT	Sega
5	(5) BUCK ROGERS	Sega	10	(-) FIREFOX	Atari

TOP GAMES OF THE MONTH

Please e-mail us with your favorite home game and your favorite arcade game. Be remembered to vote only for those games that you own, have rented or have played a great deal!

To register your vote, use the reply card and a self-addressed envelope. One lucky reader will receive a free year's subscription to TV Gamer (valued at \$10).

Last month's winners: Colin Sparks, Lanarkshire, Scotland



Greetings, gamers, and welcome to this month's pile of literary masterpieces from readers. The Summer bits are now in full swing, so drop us an express whatsoever why you should do it with the world what you think of TVG, and the games market, or ask a device on what hardware and software to buy. Whatever the question, we'll always try to help!

You might launch a new feature - Games Around The World - and you can be one of my reporters. If you're going abroad for your bits, or if you're already back in that country. What games and short pieces (about 200 words) about the games are made that country. What games and computer systems are popular? What are the arcade like? In the most expensive or cheap compared with the UK? I'll dish out a free piece of software to each report printed, so please state which system(s) you have.

On the subject of what we should do some readers have written in saying that the magazine has become too computer-biased and that we're not doing as much on the TV games scene. The simple reason for this is that there isn't as much to do about the home games systems. After all, half the games systems we covered this time last year are now dead, and those that are left aren't releasing much software until nearer Christmas. But don't fret. The next few issues will see an upturn in TV games coverage with the release of the long-awaited Adam add-on, and the new Amn 386 program. We should also see new VCS and ColecoVision games.

Well, that's about all I've space for, so until next month! Happy Gaming!

Darrin Williamson

*To Game
147 Oxford Street
London W1R 1AS*

Darrin Williamson

ATIC ATTACKED

I have been playing *Atic Atic* since it was released last year. I can now finish every level with any of the three characters, and I have managed to overcome all the reasonable traps. Here are some hints.

If the poison cross is carried a cube can be used to ward off *Dracula*. The mummy which protects the red key can be made to move away by dropping the red key in a corner of the room. The mummy will then go and collect the key - which means you can reach the red key much earlier.

The hunchback guarding the blue door can be made to move away by dropping any of the cubes that are found in the castle. The sparrow found in the

disappears can be used to kill *Frankenstein* by running into him. There are no red doors in the dungeons, so the yellow key can be dropped before entering the dungeons. The blue key is always found in the dungeons. The red and green keys are usually on the ground or fire door.

The handle of the key is always in one of the two planes in the attic. They usually are way into the attic. You must enter through a yellow door.

If you are lost in the dungeons and can't find the door, then take the door to the left to get out.

As well as the door near the door, there is only one other way out of the dungeons - by using the door.

If you are stuck in a room with the devil or mummy etc, go onto a corner and wait till it comes towards you. Then run off and switch corner, and so on, until a door opens.

If you are stuck in a room with just ghosts etc, you can go into a corner and keep running. Do this long as the time, cutting your weapon to bounce off the walls three or four times. Then usually

kills most of the ghosts. As a last resort if staying going down a castle. Food is generally there or nearby.

The best way to find the attic without a map is to look for a yellow door leading to a staircase. Another way into attic is a room with a chair and table on either side.

Jonathan Leek, Staffs

We have reviewed many editions of *Atic Atic*, but printed 1. So far we are being the most complete!

CHEAP POLE POSITION?

Is there a cheap or factory setting *Pole Position* for £250 or less? I ask because I have played *Atic Atic* for ages. I was told that it sells the machine for a whopping £2,380 (possibly). There is no way I can afford that and I wonder if you might be able to help.

Joseph Gibbons, Northants

Well, neither? We've asked a few people about the machine, but they all say that it's £2,380. What we'll probably do is to see if we can find a cheap one for you.

MAGAZINES FOR VCS

I am a computer magazine fan, getting TV Gamer every month. As I have recently had a good money advance, could you recommend a video magazine with plenty of VCS articles and features?

D Maitless,
Wobech, Cambridge

The answer is simple. They know more so other magazines covers the VCS to the most extent we do.

NEW GAMES

Could you please tell me why you put very few Nintendo game reviews?

Are there any other lesser than games like Dragon's Lair?

B Johnson,
Greater Manchester

We print reviews of the best titles because they are reviewed. Unfortunately, these games often sell very slowly, although the Nintendo game covers, for a particular game later in the year.

If you write to US News we put a 12 page full size database of the best titles by Dragon's Lair creator Don Bluth III.

DON'T FLICK!

I have discovered something of a bug in the VCS. If you flick the oval in such the game starts in a weird way. For example, on Pac-Man you get a lot of bonus graphics, on Asteroids everything is worth 100 times its normal value, Pole Position starts with a bonus. There are many others on other games.

Simon Mills,
London SW11-8EJ

We've used a 15-bit and a 16-bit register. Do not waste your machine's capacity on and off to get strange effects. It damages the machine.

JOYSTICK JOY

I don't know what all the fuss is about! Nearly every video game magazine that has come out of Colicosvision, has criticised the joystick, calling them horrible, too small and useless things. I'm amazed. I've had my Colicosvision since Christmas and had the joystick perfect. I found it responsive and easily held.

I think it is better than any of the Commodore 64 joysticks which I played with recently. It's not too bad for games that don't need much movement, but for games like Propper's Incredible, the actual stick on the top hardly moves - it just clicks. It sometimes clicks the wrong way sending you

back through a bar. Anyone going to complain about the joystick, apart from me?

Chris Short,
Tewkesbury, Oxon.

DONKEY KONG OLE!

While on holiday in Majorca, I walked into an arcade and saw the latest in the line of Donkey Kong games - Donkey Kong 3. I must admit it's a consolation prize but I thought I'd write and tell you about it.

The game starts out as a green dot on the top of the screen. You are Mario armed with a spray gun. The object of the game is to spray Donkey Kong to the top of the ropes. Once you've done that, you progress to the next screen. There are three screens in all, each getting harder to you progress.

The enemies are bees, bats, caterpillars, beach balls (which DE throws down in screen two) and blue things which look like blue messages. You have to protect objects that look like spray cans with propellers, on a spot which the bees are trying to get.

If Donkey Kong is not sprayed enough, he will climb down the ropes. So there are spraygun cans which can spray him up again twice as quickly. The spray cans from DE will make you a bonus at the end of the screen.

After clearing DE with the spraygun, if you are quick enough, you'll go straight into the next screen with the supervisory still at your hand. You don't have it for long - no start spraying! The clear the screen starts and points are scored much faster.

I think this game is just as good as other Donkey Kong games - if not better.

Fred Chappell,
King's Lynn, Norfolk

STOMPING A DRAGON

In writing to tell you not all other TV Gamer readers about some of the objections Dragon Stomper.

Firstly the price. The WII gave you strength of twenty-three cent up of your name in score. The paper naturally betales, from a man. There are two masts in the factory code. The paper acts as your ID.

The hand set itself explanatory and made it very clear to your owner. It is especially suitable for women and man.

The box opens a door on the chest. The chest and always contains seventy-five gold pieces. It may also contain some

others.

Martin Wild,
Rushdale, Essex

SWAP SHOP

I would be very pleased if in your next issue of TV Gamer you could put out a notice regarding any loan CDS cartridge swappers being in Surrey to swap games for a week or so.

Justin Goldring,
Godalming, Surrey

Would any readers care to find places where you can borrow TVC and we will forward you books in game. If there is a large response we will start a regular swapshop section.

THOUGHT CONTROL

Will there ever be video games that you can control with your mind?

Jack Townsend,
Wotton, Essex

All the Massachusetts Institute of Technology scientists have found a way to do that. It is a computer which you can control with your mind. The computer will know when you point at it. This is not a need to touch the computer, it is a computer.

Advanced Computer Engineering in California has produced a virtual game computer that monitors your body. Called MindTouch, it is a virtual pad which programs the computer. As it and Apple, it will place your hands in it, the pad senses changes in your hand's position. When you know, control the - by your hand's position - you can play a game.

Any has also developed MindTouch, a handheld board that allows you to play with a game machine on your forehead. There are more details on this in the article on CDS starting page 17. CB

GAME PAWS



appears on page 66

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